

# OTV Miner

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## Game Synopsis

You are the captain of OVT Miner vessel “Jack Hammer”. You are employed by Deep Space Mineral Mining Corporation (DSM<sup>2</sup> Corp) to mine Osmium<sup>3</sup> (Os<sup>3</sup>). This element is used in space ship construction and is very valuable in large quantities. Mining the element from asteroids in deep space has become a valuable venture for DSM<sup>2</sup> Corp.

The reason the value is so high on this element is its location. The asteroids that contain this element are in a highly disputed part of space with no laws. Long ago a race of advanced beings created this mine field so they could control this mineral. The alien race ultimately destroyed itself and left their “Gold Mine” open for any who want to take their share. You must contend with other ships and in this area things can become hostile if you try to take what they think is theirs. There are also space bugs that feed on the elements to survive. They also will attack if threatened. What DSM<sup>2</sup> Corp failed to tell you is once you are sent to this location to mine, the only way back is through the jump gateway, and the only way to activate it is to have 1000 tons of Os<sup>3</sup>...

## Game Concept

1. In addition to mining Os<sup>3</sup> you need to keep mining laser fuel (VCr<sup>3</sup>) and propulsion fuel (Tc<sup>2</sup>Ru). These elements are also found in asteroids.
2. Mine asteroids by using your Vanadium Chromium<sup>3</sup> laser. Each shot breaks the asteroid into smaller pieces. As it's broken up elements (Os<sup>3</sup>, VCr<sup>3</sup>, and Tc<sup>2</sup>Ru) will be released as well.
  - a. Collect VCr<sup>3</sup>, green element. (Laser Fuel)
  - b. Collect Tc<sup>2</sup>Ru, blue element. (Propulsion Fuel)
  - c. Collect Os<sup>3</sup>, white element (Osmium ore)

## Game Play Elements & Features

1. The “Jack Hammer” can move in all directions. When in forward motion velocity will increase. When the opposite direction is selected for the craft. Breaking thrusters will fire and slow the craft down. Once the forward thrust is stopped the ship will continue at that speed. The ship has free rotation and can turn 360°.
  - a. To facilitate movement in the game the background will be moving while the ship remains in place. The image used for the background will be a large area with discernable rock boundaries that can't be destroyed.
  - b. The “Jack Hammer” collects elements by flying over them when they are released from the asteroid. As they are collected there will be a counter identifying how much has been collected.
  - c. When the ship is put into motion (to include turning) fuel will be expended.
  - d. When lasers are fired fuel will be expended.

- e. If the ship runs out of propulsion fuel it will continue on its current heading and be unable to turn.
  - f. If the ship runs out of laser fuel it can't destroy any asteroids and the game is over.
  - g. The ship can hit an asteroid three times. After the third time the ship will be destroyed.
2. The asteroids will be large rocks spinning. As each rock is hit with a laser it will be broken up. As the rock is broken up there is a random chance that an element will be released. It will have a random direction and be set in motion upon release from the rock. If the element encounters the boundary of the field of play it will dissipate.
- a. When a large asteroid is hit, it will break into two medium pieces. When a medium piece is hit it will break into three smaller pieces. Once a small rock is hit it will be destroyed.
  - b. Each size asteroid has the potential of releasing elements.
  - c. Asteroids randomly drift on the map. If they bump into each other they change direction. They do not release elements when colliding with each other.
3. Space bugs fly around this area of space. They feed on elements released by the asteroids and can destroy the ship. They only attack when shot at or when they are competing for food.
- a. They have no weapons and have to hit the ship three times before destroying it.
4. Other vessels are on the area mining as well. They may fire if they feel they are being threatened. They have the same behavior as the bugs, however they fire lasers.
5. Once you have achieved 1000 tons of Os2 the gateway will be activated and you win the game.
- a. If you run out of laser fuel the game is over.
  - b. If you are hit three times by an object the ship is destroyed and the game is over.
  - c. If you are drifting and you hit the barrier you will be redirected. Hitting the barrier is like hitting an asteroid.

### **Story Synopsis**

- 1. You want to collect elements so you can activate the gateway and return home.
  - a. You want to collect as much elements as possible to keep yourself alive.
  - b. If you run out of fuel you can collect elements and build it back up.

### **Look and Feel**

- 1. I am going for a colorful asteroids feel. I want to have a lot of freedom of movement to feel you are in a large area. The display will have the amount of each element you have and warn you when you are running low.

## Objective

1. Collect 1000 tons of  $Os^3$  and activate the gateway.

## Mechanics

1. All objects start on an initial trajectory and stay on it unless they run into something.
  - a. If a ship hits a ship, asteroid, or bug, they will repel each other and move in opposite directions.
  - b. If a laser hits an asteroid it reduces it to its lower level until destroyed.
  - c. If a laser hits the boundary it is absorbed.
  - d. Elements are absorbed into any object they hit, even another asteroid.
  - e. 100 tons of newly collected ore repair the ship and bring it back to top shape.

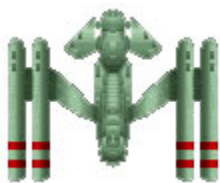
## Menu Systems

1. There will be a game entry menu that will start a game or exit the program.
  - a. When the game is started it will give you the game story and the start play.

## Controls

1. Here are the keyboard commands
  - a. Up arrow – Forward motion (accelerate) 1 unit of fuel
  - b. Down arrow – Reverse motion (decelerate) 1 unit of fuel
  - c. Right/Left arrow – Move right or left .5 units of fuel

## Graphics



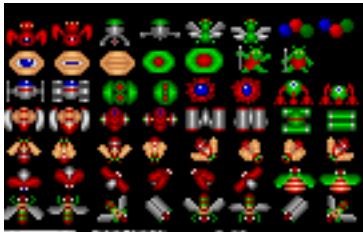
"Jack Hammer"



Asteroids



Enemy ship



Bugs